

Conceptual Note

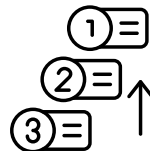
KA2 - Cooperative partnership

————— Navigating Inclusion Through Virtual Lenses



“Virtual Lens for Change”

Project Priorities



The project focuses on promoting social Inclusion , quality education, and environmental sustainability, aligning with the Erasmus+ KA2 program priorities:

- Social Inclusion: The virtual reality (VR) tool will be developed and adapted to ensure accessibility for young people with disabilities.
- Innovation in Education: Introducing innovative non-formal education methodologies using VR to empower youth workers and young people.
- Environmental Sustainability: Raising awareness about climate change through immersive and interactive educational scenarios.

Mission & Project Activities



To create an inclusive VR tool that empowers youth workers and engages young people, including those with disabilities, in innovative and accessible educational practices, fostering inclusion and environmental awareness.

Project Activities:



Capacity Building for Youth Workers

- Deliver 4 practical workshops in different partner countries.
- Develop and disseminate a digital guide of best practices for applying the VR tool.

Co-Creation of an Inclusive Tool

- Involve young people with disabilities in 3 co-creation and testing sessions.
- Ensure the tool's accessibility for at least 3 types of disabilities (visual, auditory, motor).

Promoting Environmental Awareness

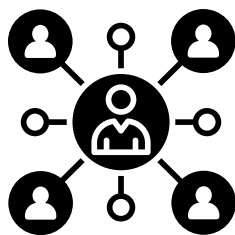
- Develop 3 virtual scenarios focusing on sustainability and climate change.
- Organize thematic workshops for young people with disabilities using VR.

Target Groups



- Youth Workers: Train 50 professionals from 10 European institutions.
- Young People with Disabilities: Engage 30 young individuals with different types of disabilities in co-creation and testing activities.
- Youth at Large: Promote environmental awareness among European youth, especially those in vulnerable social contexts.

Role of Partner Organizations and Partner Profile



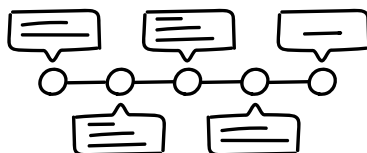
Partner Profile:

- Organizations experienced in social inclusion, particularly working with young people with disabilities.
- Institutions with expertise in virtual reality or educational technologies.
- Partners actively involved in European youth programs, such as Erasmus+ and the European Solidarity Corps.
- Specialists in sustainability and climate change to ensure high-quality educational content.

Role of Partners:

- Technical Institutions: Contribute to the development and testing of the VR tool.
- Youth Organizations: Coordinate local workshops and mobilize youth workers and young people.
- Inclusion Experts: Ensure accessibility and adapt the tool for various types of disabilities.
- Environmental Experts: Validate the climate scenarios and collaborate in thematic workshops.

Activities Chronogram



Phase 1: Planning & Initial Development (6 months)

1.1 Definition of the Project's Image and Identity

- Develop the visual branding for the project (logo, platform design, promotional materials) that highlights inclusion, accessibility, and virtual learning.

1.2 Transnational Coordination and Planning Meeting (Month 1)

- All partners meet in Portugal for initial coordination, to finalize project goals, roles, and assign tasks for each phase.
- Define clear project milestones, timelines, and indicators of success.

1.3 Training for Youth Workers and Volunteers (Month 2-4)

- Conduct a comprehensive training course for youth workers and volunteers focusing on:
 - Using VR tools to work with vulnerable young people.
 - Developing project management skills.
 - Raising awareness on EU Youth Strategy's objectives, specifically on social inclusion, gender equality, and environmental sustainability.

1.4 Identification of Youth Workers and Volunteers (Month 3-6)

- Engage and select youth workers and volunteers from local Red Cross structures and partner organizations to participate in platform testing and implementation.

Phase 2: Preparation and Platform Development (6 months)

2.1 Development of Test Version of VR Platform (Month 7-10)

- Begin the development of the VR tool, ensuring accessibility for youth with different disabilities (visual, auditory, motor).
- Include interactive virtual scenarios focused on environmental sustainability, social inclusion, and gender equality.

2.2 Testing the Platform with Target Groups (Month 8-10)

- Launch a test version of the VR platform in at least two languages, providing access to a small group of youth workers, volunteers, and young people with disabilities.
- Begin collecting detailed feedback from users to refine the platform's content and user interface.

2.3 Second Transnational Meeting (Month 11)

- Review progress, feedback, and any challenges faced during the testing phase.
- Adjust roles and tasks for the next phase, ensuring alignment across all partners.

Phase 3: Full Implementation and Training (4 months)

3.1 Online Workshops for Youth Workers (Month 12-13)

- Deliver advanced online workshops to train youth workers and volunteers on how to use the VR tools effectively with young people.
- Focus on integrating the tools into educational contexts, working with vulnerable youth, and addressing issues like social exclusion and environmental challenges.

3.2 Tool Application (Month 14-15)

- Implement the VR platform in educational centers and community spaces, particularly in Portugal.
- Youth workers and volunteers, trained in earlier workshops, facilitate the sessions and collect feedback on the usability and effectiveness of the platform with the target youth group.

3.3 Pre/Post Test Methodology (Month 14-15)

- Conduct pre- and post-tests with youth participants to assess the impact of the VR tools on their awareness of environmental issues and social inclusion.

Phase 4: Impact Assessment and Follow-Up (2 months)

4.1 Analysis of Project Impact (Month 16)

- Conduct an impact study to analyze the effectiveness of the VR platform in promoting social inclusion and environmental awareness among youth with disabilities.
- Gather feedback from youth workers and participants to assess the tools' relevance and inclusiveness.

4.2 Final Adjustments and Refinement (Month 16)

- Review the findings from the impact study and feedback to make any final adjustments to the VR platform, ensuring that it meets the needs of all participants.

4.3 Online Surveys and Feedback (Month 16-17)

- Distribute an online form for feedback to assess the impact of the VR tools and gather insights on areas for improvement.

- Use survey data to ensure the platform is ready for wider dissemination.

Phase 5: Final Conference and Dissemination (2 months)

5.1 Final Conference (Month 17)

- Host an open conference to present the project results, lessons learned, and its impact on young people with disabilities.
- Share the tool's potential for future use in educational and social inclusion settings.

5.2 Multiplier Events and Dissemination (Month 17-18)

- Organize online multiplier events to promote the platform to other organizations, institutions, and stakeholders, ensuring the tools can reach a broader audience.
- Use these events to share insights and best practices for working with youth using VR and to highlight the environmental sustainability message.

5.3 Final Report and Project Evaluation (Month 18)

- Prepare and submit a final project report to all stakeholders and funding bodies, detailing the project's impact, success stories, and lessons learned.
- Evaluate the overall success of the project in relation to the original goals and objectives.

Notes:



1. Training Course Duration:

- The Training Course spans 7 days, inclusive of the arrival and departure days. Completion of this course contributes to the intellectual output, specifically the development of an innovative tool centered around the concept of a virtual platform/application with educational content.

2. Implementation Phase and Online Workshops:

The implementation phase consists of five specialized online workshops, each designed to equip youth workers and volunteers with the necessary knowledge and skills to effectively use the VR tool and accompanying educational resources. These workshops will focus on the methodologies required to engage and support young individuals facing challenges, particularly those with disabilities.

Participants will not only learn how to use the tools but also have the opportunity to apply them in real-world settings during the youth exchange. This hands-on experience will allow for real-time feedback and refinement of the tools before they are rolled out to local communities. By the end of this phase, youth workers and volunteers will be fully prepared to integrate the VR tool into their own programs, enhancing the impact of the project on vulnerable youth.

3. Multiplier Event - Final Conference:

- The multiplier event takes the form of a comprehensive final conference involving all partners, relevant public entities, media visibility, and includes presentations on conclusions, materials, results, future directions, and rules for access to the platform/application by other entities. This event ensures future sustainability by sharing the tool created within the project's scope with a broad audience, including decision-makers and policymakers, potentially extending its impact well beyond the formal conclusion of the project.

For a 120,000€ Funding Application (18-Month Project):

The project will apply for a funding grant of 120,000€ for a duration of 18 months. Within this budget, the primary intellectual output will be the development of an innovative virtual reality tool designed to engage and support young people with disabilities. This tool will not only promote social inclusion but also raise awareness among youth about climate change and environmental issues. Through interactive and accessible experiences, the tool will provide young people with an opportunity to learn about sustainability, ecosystem preservation, and the importance of reducing carbon footprints.

By combining social inclusion with climate education, this project aims to equip youth with the knowledge and tools to become active advocates for environmental sustainability. The tool will be co-created with young people

and tested to ensure its inclusivity and effectiveness. The final features and accessibility options will be tailored based on feedback from the target group throughout the project.

Why being a partner?



- Training of organizations in a fundamental area (European values of interculturality and active citizenship);
- Possibility of participating in training for facilitators of an innovative non-formal education tool (platform/application);
- Inter-organization networking and learning with a view to developing youth work;
- No costs (project financed).

Contacts:



